





SHANG TSUNG

SOUL STEAL
Start the game with 7 green Soul Markers on this card. Instead of attacking, you may choose an adjacent figure and roll the 20-sided die. If you roll 9 or higher, the chosen figure receives 1 wound, and you may remove 1 Wound Marker from this card. If the chosen figure is a Unique Hero, you may also place a Soul Marker on that figure's Army Card.

HUMAN
UNIQUE HERO
SORCERER
DIABOLICAL
MEDIUM 5

SHAPE-ASSUMING SORCERER
Any time a numbered Order Marker is revealed on any Army Card, you may immediately choose a figure with your Soul Marker on its card and roll the 20-sided die. If you roll 9 or higher, then for this player turn, Shang Tsung must use the chosen figure's Size and its Height, Move, Range, Attack, and Defense numbers in place of his own, cannot use any other special powers on this card, and gains all of that figure's special powers. If any of its special powers refer to that figure or that figure's card, they refer to Shang Tsung or Shang Tsung's card instead.

FLAMING SKULLS SPECIAL ATTACK
Range 4, Attack 1 + Special.
For each skull rolled against the defending figure with this special attack this turn, add 1 automatic skull to whatever is rolled for this special attack and subtract 1 from the defending figure's Defense number.
After attacking with this special attack, you may attack with it 2 additional times.



6 LIFE

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| MOVE | 5 |
| RANGE | 1 |
| ATTACK | 5 |
| DEFENSE | 6 |

280 POINTS

